

**CLAIM AMENDMENTS**  
(Clean Form)Please **CANCEL** Claims 47 to 53Sub B17 Please **AMEND** Claims 1 to 6, 34 to 36, 39 to 43, and 45 as follows:

(AMENDED) 1. A method of operating a gaming device, comprising:  
determining an outcome amount associated with a total number of events; and  
based on a parameter specified by a player, allocating the outcome amount among the  
total number of events, wherein the total number of events is greater than one.

(AMENDED) 2. The method of claim 1, wherein the parameter specified by the player  
comprises the total number of events.

M (AMENDED) 3. The method of claim 1, wherein the parameter specified by the player  
comprises at least one of: a payout distribution preference, a payout frequency preference, a  
payout magnitude preference, a standard deviation associated with said allocating, a payout order  
preference, a total wager amount, an event wager amount, a total time period, and a payout  
currency preference.

(AMENDED) 4. The method of claim 1, wherein the parameter specified by the player  
comprises at least one of: (i) demographic information, (ii) psychographic information, and (iii)  
player history information.

(AMENDED) 5. The method of claim 1, further comprising:  
retrieving a stored indication of the parameter specified by the player.

(AMENDED) 6. The method of claim 1, further comprising:  
receiving an indication of the parameter specified by the player.

B2 (AMENDED) 34. A method of operating a gaming device, comprising:

arranging for a player to provide payment of an amount based on a total wager amount;  
determining an outcome amount in response to the player providing the total wager amount;

based on a parameter specified by the player, distributing the outcome amount among a plurality of scratch-off type instant game tickets;

revealing to the player a result associated with at least one of the scratch-off type instant game tickets; and

arranging for the player to receive payment of an amount associated with the result.

(AMENDED) 35. A computer-implemented method of facilitating instant lottery ticket game play, comprising:

arranging for a player to provide payment of an amount based on a total wager amount;  
receiving, via a communication network, an indication of an outcome amount associated with an original number of lottery tickets;

allocating the outcome amount among the original number of lottery tickets based on a parameter specified by the player;

determining a modified number of lottery tickets;

re-allocating the outcome amount among the modified number of lottery tickets according to at least one of: (i) a predetermined rule, (ii) a predetermined formula, (iii) a stored outcome table, and (iv) a random process, wherein said re-allocating comprises associating a lottery ticket payout amount with at least one of the modified number of lottery tickets;

revealing the lottery ticket payout amount to the player; and

arranging for the player to receive payment of an amount associated with the lottery ticket payout amount.

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A2 (AMENDED) 36. A game apparatus, comprising:

a processor; and

a storage device in communication with said processor and storing instructions adapted to

be executed by said processor to:

determine an outcome amount associated with a total number of events, and

based on a parameter specified by a player, allocate the outcome amount among the total number of events, wherein the total number of events is greater than one.

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(AMENDED) 39. A medium storing instructions adapted to be executed by a processor to perform a method of operating a gaming device, said method comprising:

determining an outcome amount associated with a total number of events; and

based on a parameter specified by a player, allocating the outcome amount among the total number of events, wherein the total number of events is greater than one.

(AMENDED) 40. A method of operating a gaming device, comprising:

determining an expected value associated with a player; and

based on a parameter specified by the player, allocating the expected value among a total number of events.

A3 (AMENDED) 41. A method of operating a gaming device, comprising:

determining an outcome amount associated with a player; and

based on a parameter specified by a player, allocating the outcome amount over at least one of: (i) time, and (ii) a representation of space.

(AMENDED) 42. A method of operating a lottery device, comprising:

arranging for a player to provide, via a payment identifier, payment of a total wager amount;

transmitting an indication associated with the total wager amount to a controller;

receiving an indication associated with a total payout amount from the controller;

receiving from the player an indication associated with a total number of lottery events;

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based on a parameter specified by the player, allocating the total payout amount among the total number of lottery events;  
revealing at least a portion of the total payout amount; and  
arranging for the player to receive, via the payment identifier, payment of the total payout amount.

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(AMENDED) 43. A method of facilitating game play, comprising:  
determining an outcome amount associated with a player; and  
allocating the outcome amount among a total number of events according to a method specified by the player.

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(AMENDED) 45. A method of facilitating game play, comprising:  
determining an outcome amount; and based on a parameter specified by a player,  
allocating the outcome amount among a total number of events.